PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-01181
WORLD OF DRAGON WARRIOR
TORNEKO
THE LAST HOPE
ENIX

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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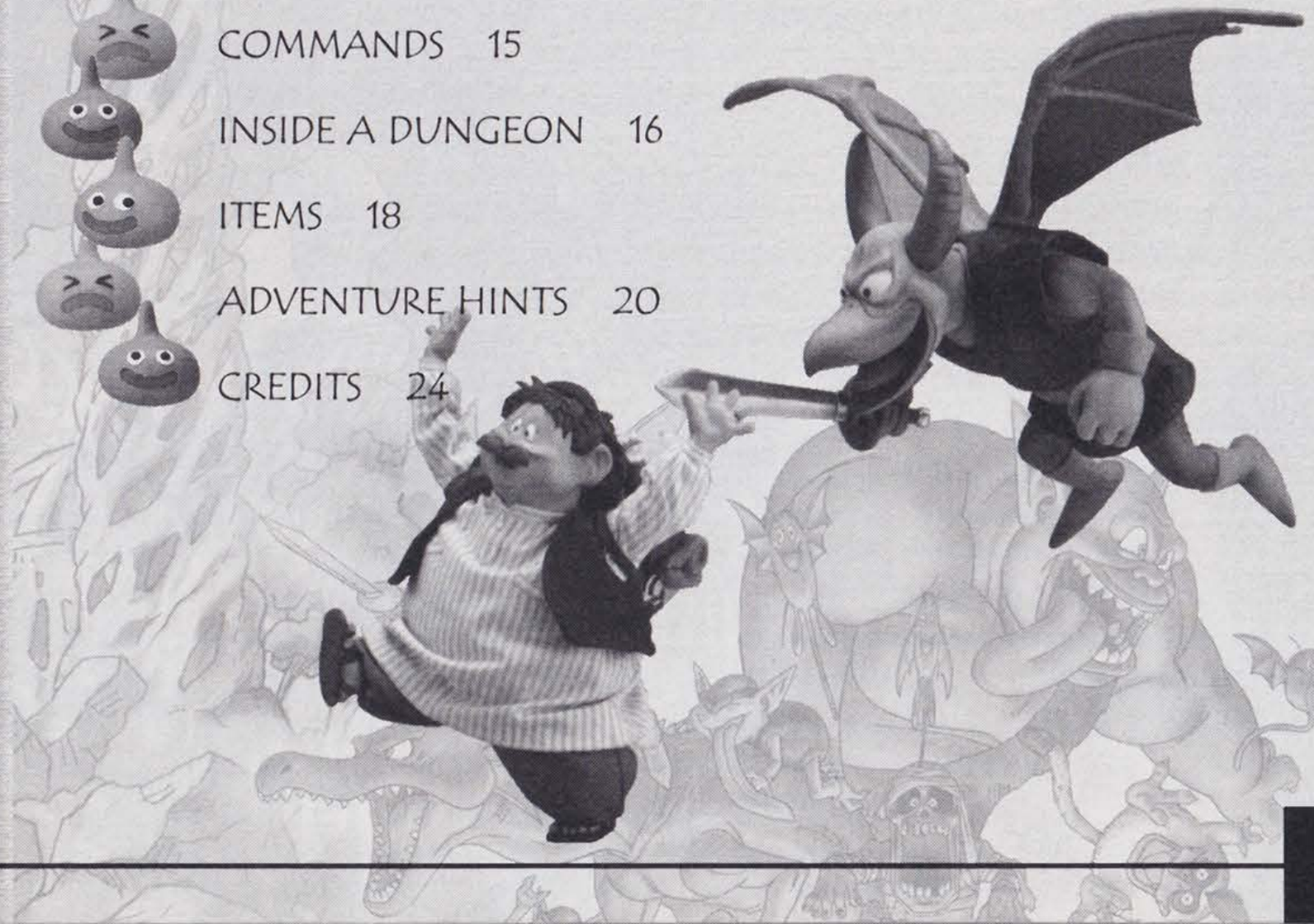
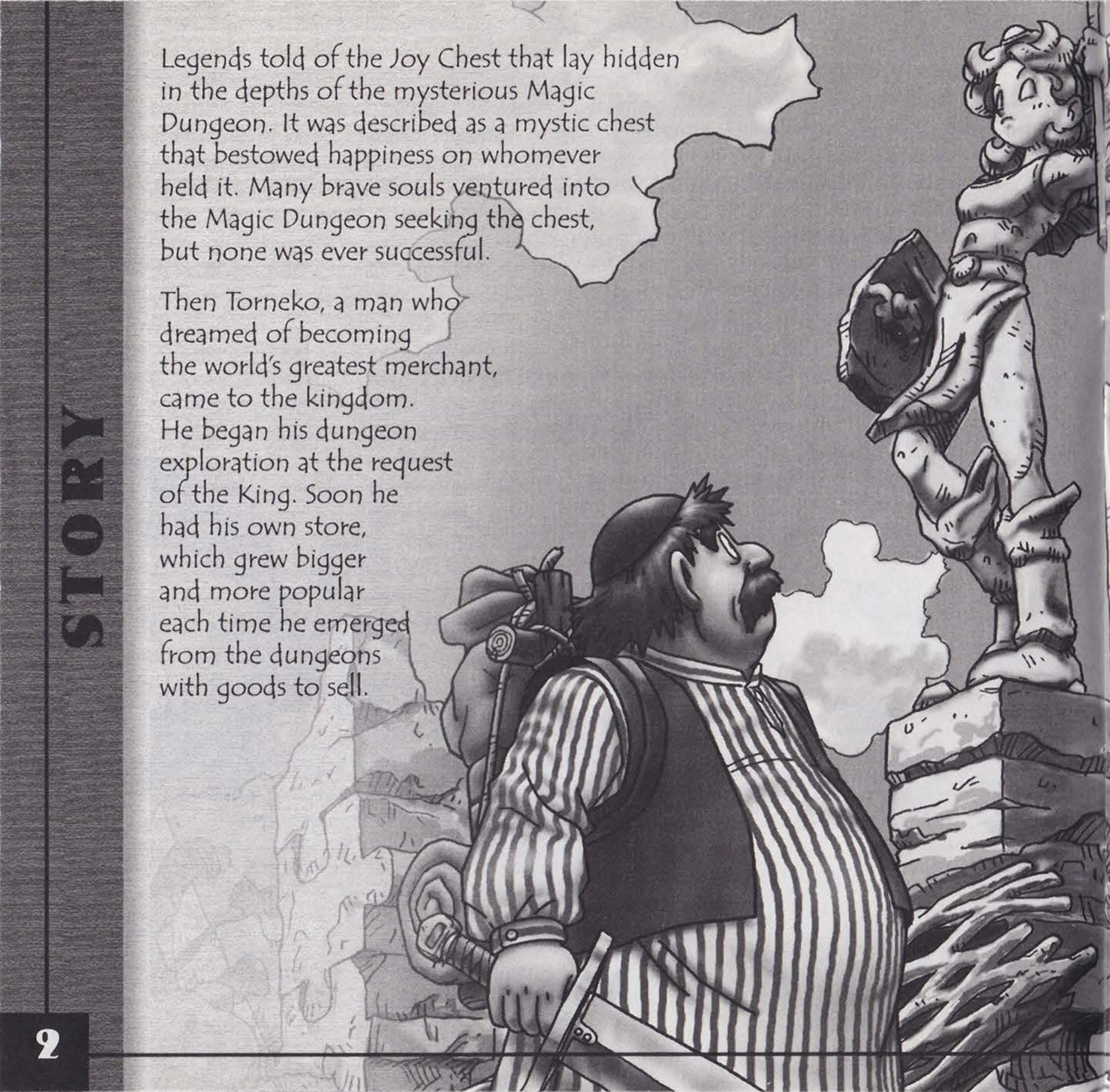
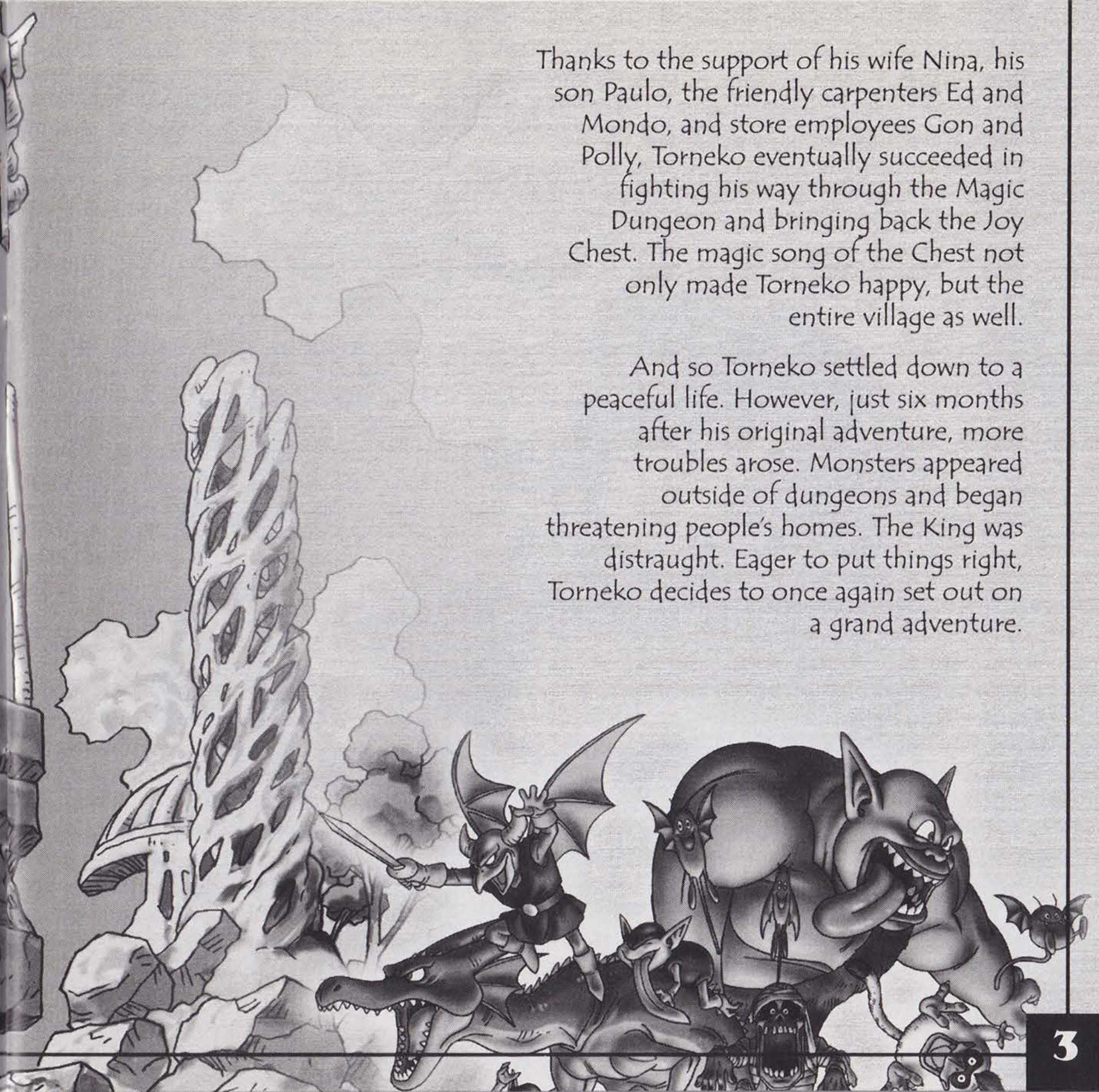


Legends told of the Joy Chest that lay hidden in the depths of the mysterious Magic Dungeon. It was described as a mystic chest that bestowed happiness on whomever held it. Many brave souls ventured into the Magic Dungeon seeking the chest, but none was ever successful.

Then Torneko, a man who dreamed of becoming the world's greatest merchant, came to the kingdom. He began his dungeon exploration at the request of the King. Soon he had his own store, which grew bigger and more popular each time he emerged from the dungeons with goods to sell.



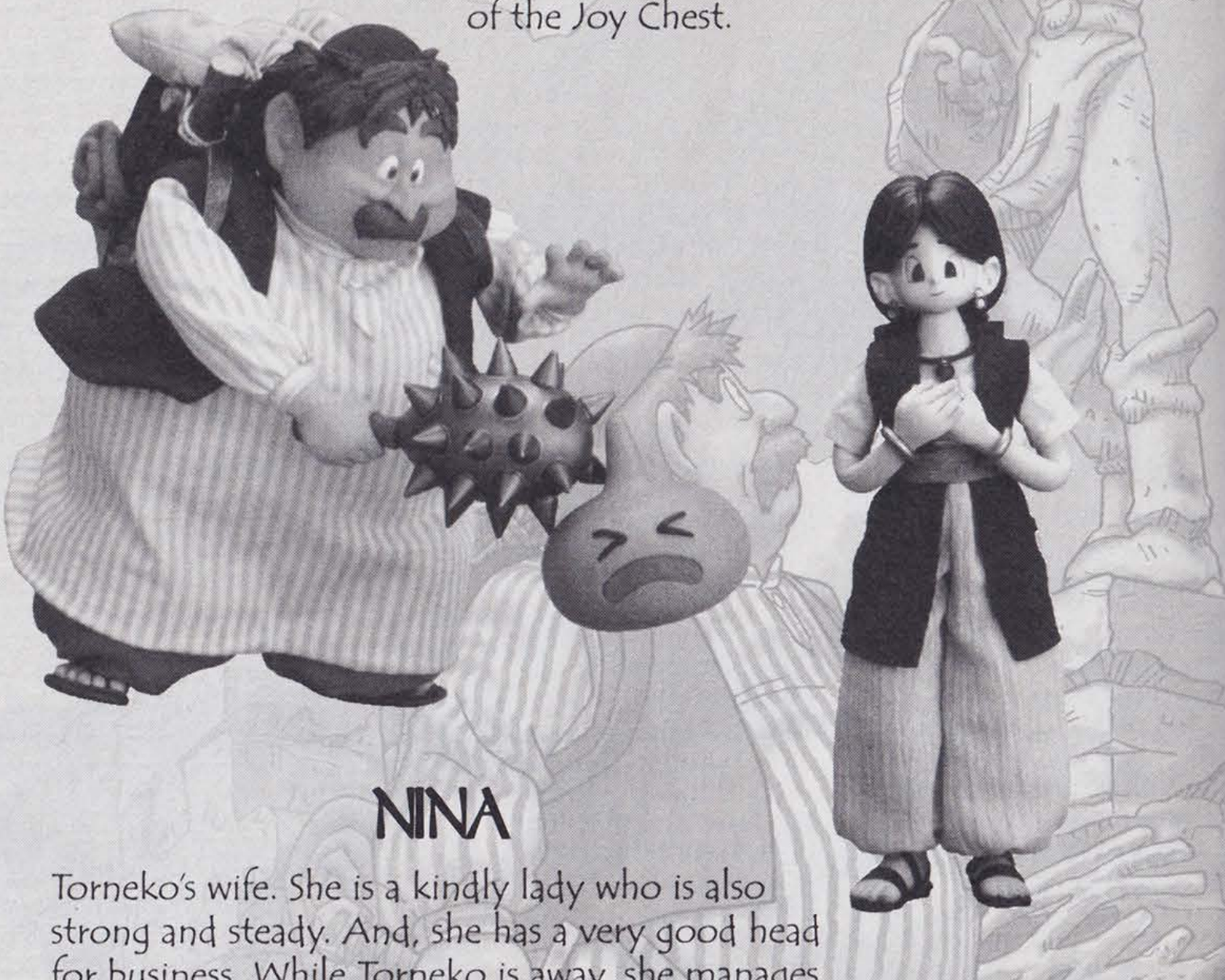


Thanks to the support of his wife Nina, his son Paulo, the friendly carpenters Ed and Mondo, and store employees Gon and Polly, Torneko eventually succeeded in fighting his way through the Magic Dungeon and bringing back the Joy Chest. The magic song of the Chest not only made Torneko happy, but the entire village as well.

And so Torneko settled down to a peaceful life. However, just six months after his original adventure, more troubles arose. Monsters appeared outside of dungeons and began threatening people's homes. The King was distraught. Eager to put things right, Torneko decides to once again set out on a grand adventure.

TORNEKO

A hearty soul who explores dungeons in his efforts to become the world's greatest merchant. He was hailed as a hero for his discovery of the Joy Chest.



NINA

Torneko's wife. She is a kindly lady who is also strong and steady. And, she has a very good head for business. While Torneko is away, she manages their shop efficiently.

GARGOYLE

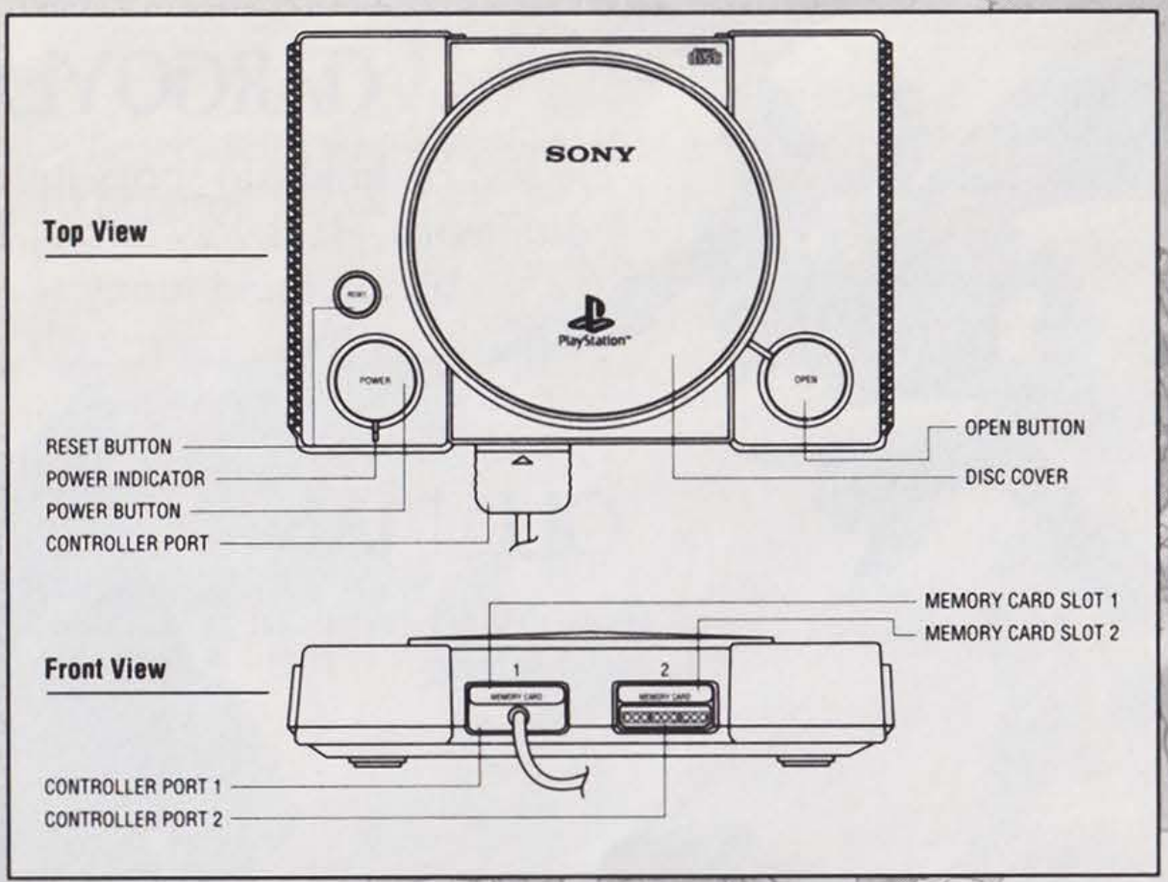
He and his kind run shops inside dungeons. He is very strong, so don't try anything funny.

OLD MAN

A mysterious old man from the west.

KING

The ruler of the kingdom. He is very concerned about the monsters that appeared in his kingdom.



MEMORY CARDS

TORNEKO: THE LAST HOPE™ requires that you save Torneko's progress on a Memory Card. Before starting, please insert a Memory Card with at least two free blocks in the Memory Card Slot 1 of your PlayStation game console.

CONSOLE

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the TORNEKO: THE LAST HOPE disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

CONTROLLER

L2 BUTTON
Becomes useful when you reach a certain point in the game.

L1 BUTTON
Shoot an arrow. (Arrow must be equipped.)

DIRECTIONAL BUTTONS
Select commands.
Move Torneko.

LEFT ANALOG STICK
Move Torneko.

SELECT BUTTON
Toggle the screen dark/light (dark makes the map easier to read).

ANALOG MODE SWITCH

R2 BUTTON
Not used.

R1 BUTTON
Move Torneko diagonally (see box below).

▲ Open Command menu.

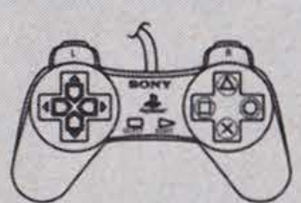
● Move fast (hold down while pressing Directional Button/Left Analog Stick).
Cancel selected command.

X Attack monster in front.
Accept selected command.
Scroll text messages.

■ Turn to face monster.
Change direction in place (hold down while using Directional Button/Left Analog Stick).

RIGHT ANALOG STICK
Change Torneko's direction on the spot!

START BUTTON
Not used.



The controls on this page are also used for digital controllers in Digital mode.

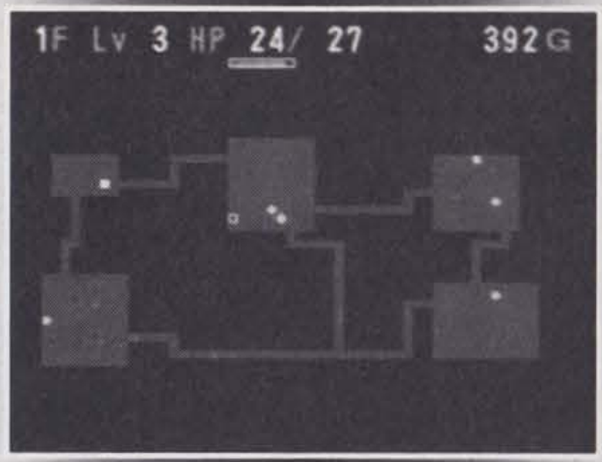
To move Torneko diagonally, hold down the R1 Button while pressing the Directional Button/Left Analog Stick. Torneko can then move in 8 directions. Press the R1 Button once to move Torneko diagonally only. Press/release again (or press the ● Button) to cancel diagonal mode.

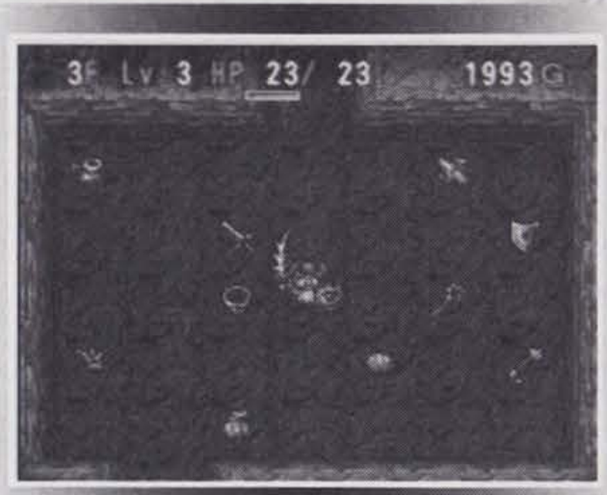
Note: You can turn the vibration function of the DUALSHOCK™ Analog Controller ON/OFF using the Feedback option in the Command Menu. The vibration function is not affected by the Analog Mode Switch setting.

The object of TORNEKO: THE LAST HOPE is to enter a variety of dungeons and achieve various goals in order to progress.

DUNGEON LAYOUT

Dungeons change shape every time Torneko enters. Each dungeon consists of a number of floors that become increasingly challenging as Torneko goes deeper. On each dungeon floor is one descending stairway. Keep going down until you reach your objective. Once you enter a dungeon, you can't leave until you reach your goal. If Torneko must escape from a dungeon, he must use a certain magic scroll, get help from a priest, or complete the dungeon's objective.



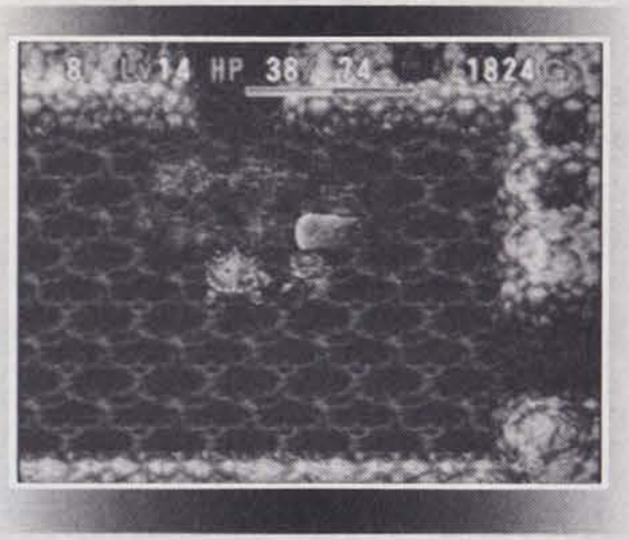


PICKING UP ITEMS

There are many items to be found on the floors of dungeons. They are indicated as blue spots on the dungeon map. Generally dungeons are where Torneko will obtain the items he needs for his adventures. Once picked up, the items may be sold at Torneko's shop or stored in his storehouse, but only if he manages to safely return to the surface.

BATTLE

A hair-raising variety of monsters await unwary dungeon explorers. Torneko must fight them to make progress. Battles are conducted in turns. Whenever Torneko performs some sort of action (such as taking a step), the monsters also take an action of their own. If Torneko comes close to a monster, use diagonal movements or swing his weapon to try to avoid letting the monster get in the first hit. You can attack monsters from a distance using arrows or staves.



LEVELS

By defeating a monster, Torneko earns experience points (EX Points). On earning a certain number of EX Points, Torneko levels up, becoming physically stronger and sturdier. He also increases his maximum Hit Points (HP), making him better suited for dangerous exploration. However, his level drops back down to 1 when he returns to the surface. If his HP drops to 0 or he faints due to hunger, he is automatically returned home.

HUNGER

While walking about, Torneko grows steadily hungrier. If his hunger isn't satisfied, he will eventually faint (and earn a free ticket out of the dungeon, losing half his money and all his items). To prevent this, make sure Torneko eats some bread. Besides bread, he may also consume herbs, which just slightly relieve his relentless hunger.

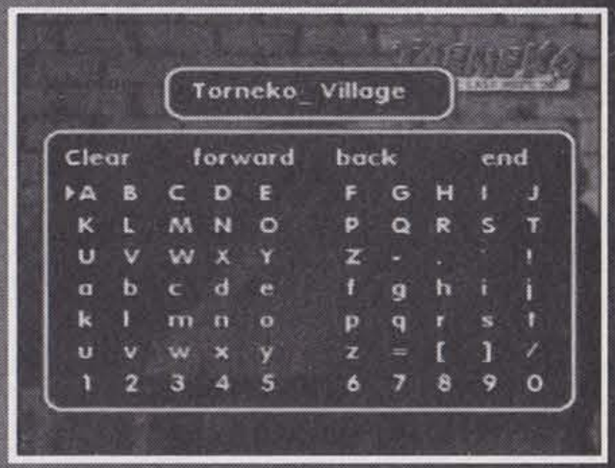
STARTING UP

Turn on your PlayStation game console.
After the opening movie, the title screen appears.

PLAYING FOR THE FIRST TIME

If you're playing for the first time, a Journal is automatically made in the Memory Card. Select "New Game" to start a brand new adventure.

If you're starting a new game, you must first name Torneko's village. Initially, the village is named "Torneko." You may change the village name by following the procedures below. After entering the village name, select "End" and press the **X** Button to start the game.



NAMING CONTROLS

Directional Buttons	Select characters
X Button	Enter selected character
● Button	Delete selected letter or cancel
Start, R1 or R2 Button	Select "End"

RESUMING A GAME

If a Memory Card containing saved game data is inserted into the PlayStation game console, the screen shown to the right is displayed. Select "Continue" to resume playing from where you last saved Torneko's progress.

HI-SCORE — Check your best scores

NEW GAME — You can start a new game. The saved game data in the Memory Card will not be deleted. You can also start a new game without using a Memory Card.

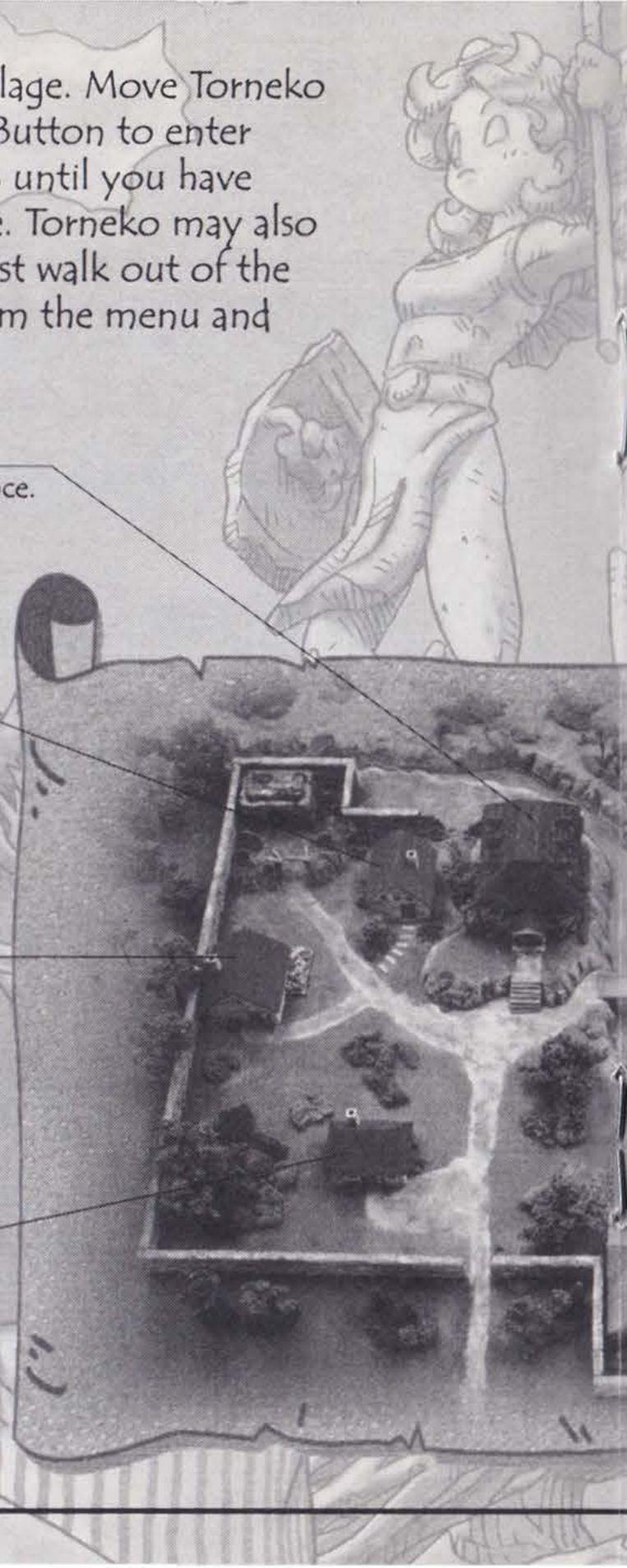
RE-CHECK MEMORY CARD — If you want to resume play using saved data on a different Memory Card, exchange the Memory Card in Memory Card Slot 1, then select this command.

CAUTION: While the game is checking saved Journal data in the Memory Card, DO NOT remove the Memory Card. Doing so may delete your saved game data.

SAVING THE GAME

This game may be saved only in Torneko's shop. Just look for a blue book, Torneko's Journal, in his shop. To continue playing after saving, select "Save & continue." To quit playing after saving, select "Save & end." Although it's not possible to save the game inside a dungeon, you may do a temporary save at an Interruption Point from which you may resume play. For details on temporary saving, please refer to "Temporarily saving the adventure" on page 23.

There is a variety of buildings in Torneko's village. Move Torneko with the Directional Buttons and press the **X** Button to enter buildings. Torneko can't enter some buildings until you have progressed beyond certain points in the game. Torneko may also leave the village and move to other places. Just walk out of the village, then select the desired destination from the menu and confirm it by pressing the **X** Button.



DECREPIT MANSION

A truculent boy blocks the entrance.

MAGIC SHOP

A shop that offers various magical services, such as increasing the usage limit of staves. You can also buy an Iron Safe here.

MELDING SHOP

Swords, shields, and staves may be melded for greater performance and durability. Try collecting many different items to make stronger equipment.

BLACKSMITH

Swords and shields may be powered up for a price.

TORNEKO'S HOUSE

Torneko lives here with his wife Nina and their son Paulo. You may save Torneko's progress in his Journal, sell items found in dungeons, and put items into storage.

STORE	Torneko may put his items away into his storehouse.
WITHDRAW	Take items out of the storehouse.
CHECK INVENTORY	Examine the items in the storehouse.
SELL INVENTORY	Sell items in the storehouse.
SELL ITEMS	Sell items held by Torneko.
CHECK ITEMS	Examine items held by Torneko.
SAVE & CONTINUE	Save and continue playing the game.
SAVE & END	Save and quit playing the game.

BANK

Where Torneko saves his hard-earned money.

VILLAGE SQUARE

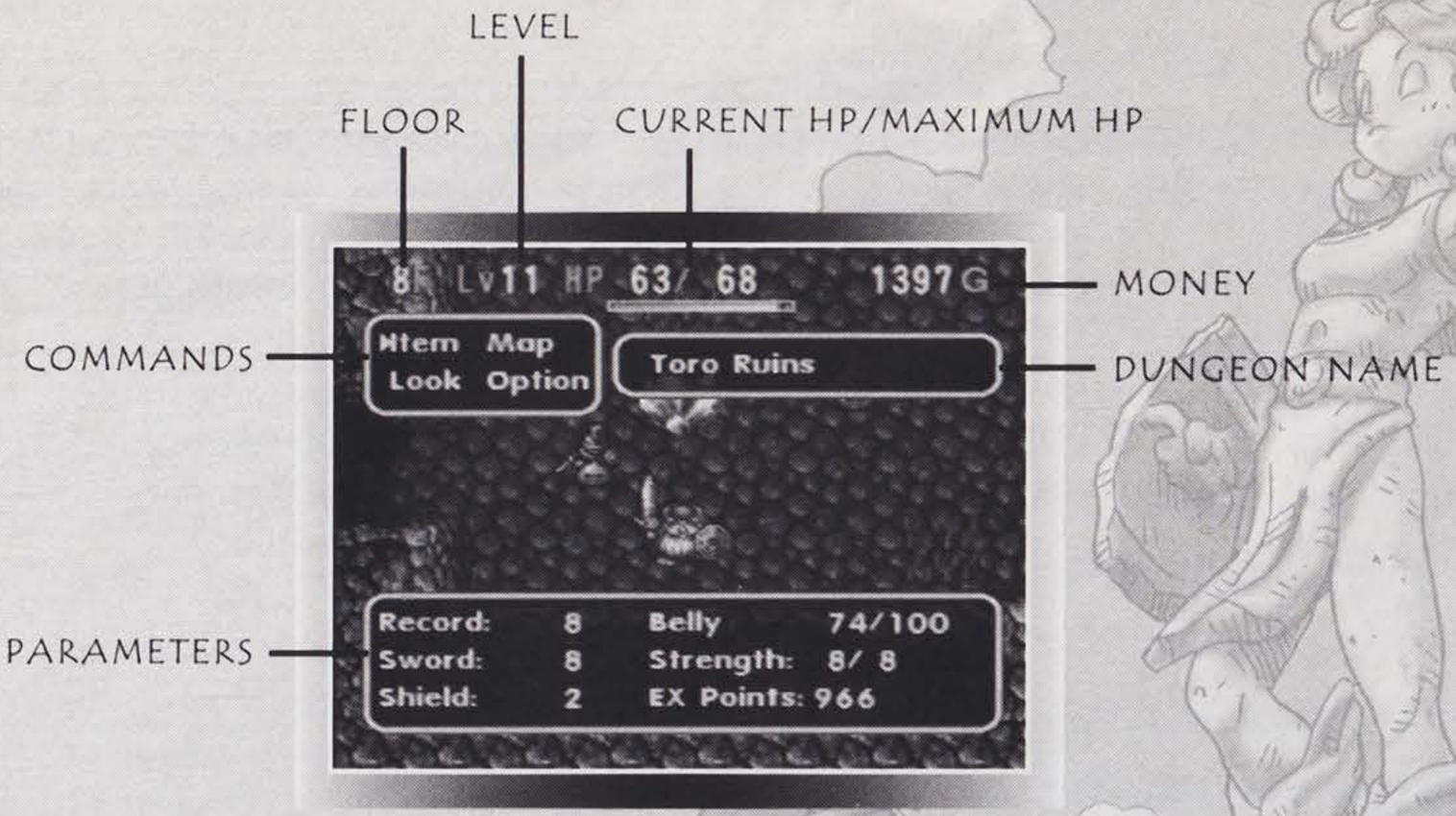
A place where villagers gather.
There is a bakery here.

THE OLD MAN'S HOUSE

The house where the mysterious old man lives.

THE EXPLORER'S INN

A source of information for dungeon explorers.
Maybe.



PARAMETERS

RECORD	The deepest floor Torneko reached in the current dungeon, according to the saved Journal.
SWORD	The strength of Torneko's equipped sword.
SHIELD	The strength of Torneko's equipped shield.
BELLY	Indicates how full Torneko's belly is. If this drops to 0, Torneko starts to starve and lose HP every turn.
STRENGTH	Indicates Torneko's strength and his maximum strength level.
EX POINTS	The number of experience (EX) points earned so far by defeating monsters.

ITEM — Select this command for examining items in Torneko's possession. When this command is entered, the following commands are displayed. Equipped items are indicated by the letter "E," while cursed items are identified by a skull mark. The numbers after items, such as +3, indicate the strength of items. Numbers in square brackets after items, such as [6], indicate how many times the item may be used.

EAT	Torneko eats an item, such as bread.
EQUIP	Torneko equips such items as weapons, shields, rings, and arrows.
WAVE	Torneko swings a magic staff.
INSERT	Torneko puts an item into a pot.
DROP	Torneko puts down an item at his feet.
MAP	Displays the dungeon map, or turns it off.
OPTION	For changing game settings or giving up on the current dungeon.
CHEW	Torneko chews items such as herbs.
OFF	Torneko removes a piece of equipment or takes an item out of a pot.
READ	Torneko reads a magic scroll.
HURL	Torneko throws the selected item.
INFO	Select for descriptions of items.
LOOK	For checking or using an item under Torneko's feet.

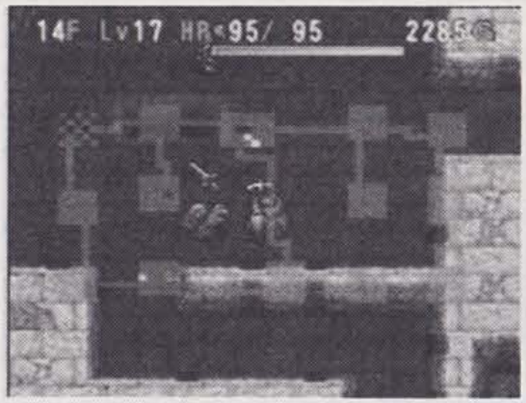
CONTROLS — Select to check descriptions of the controls.

SOUND — Use this to switch between stereo and monaural sound.

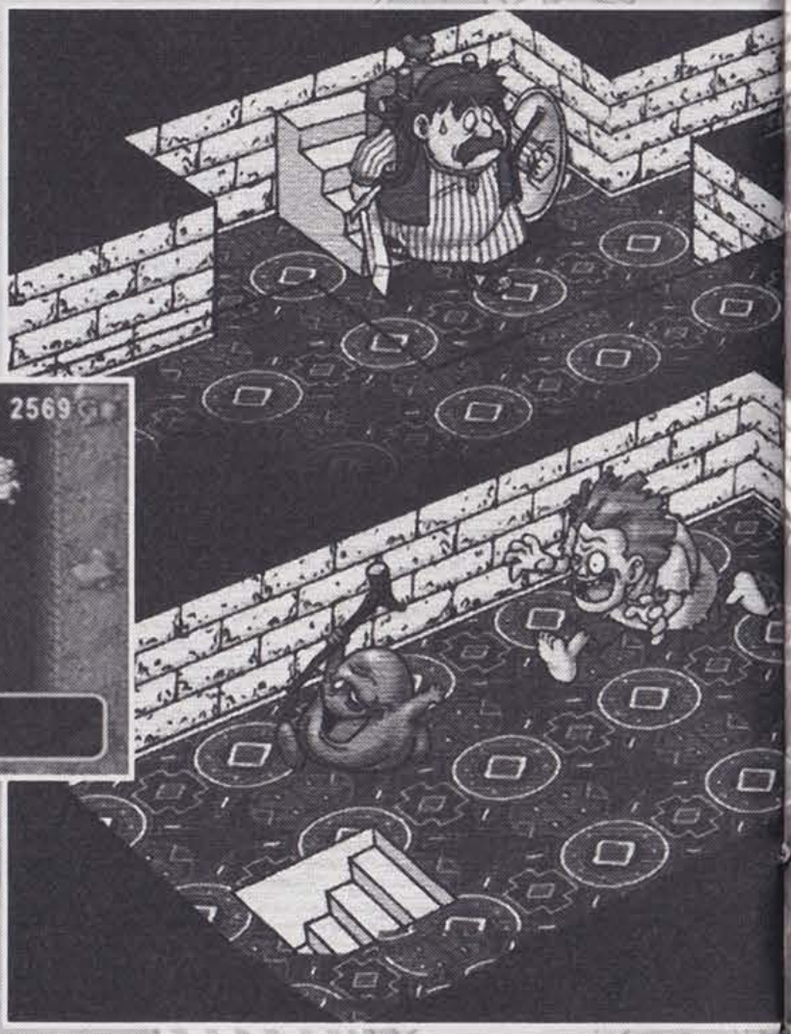
AUTO-TURN — Torneko can be made to automatically turn and face a monster if attacked.

FEEDBACK — Turn the Vibration function ON or OFF. If it is ON, the DUALSHOCK™ analog controller will vibrate even if its LED is turned OFF.

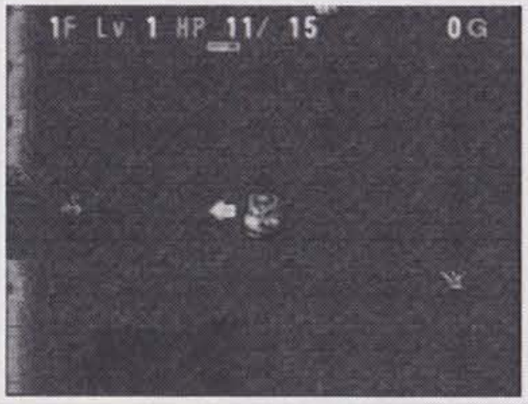
GIVE UP — Torneko can abandon this dungeon exploration trip and return home. However, he will lose all his items.



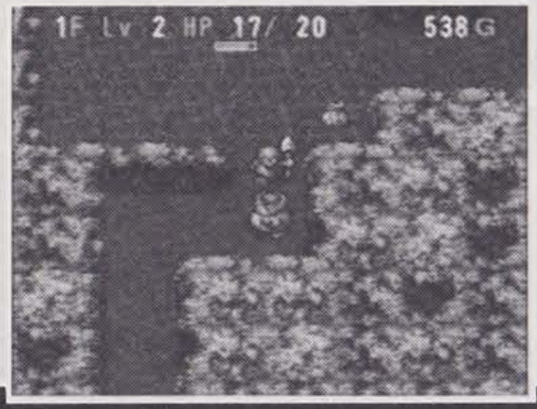
When Torneko enters a dungeon, he should first wander around and check the area. The chambers he has entered will show as light blue on the map. Torneko is indicated by a yellow dot and items are shown as blue dots, while red dots indicate monsters and other moving objects. A blue square indicates a stairway. If you find a stairway, you can choose to go down it right away, or you can explore the rest of the floor first.



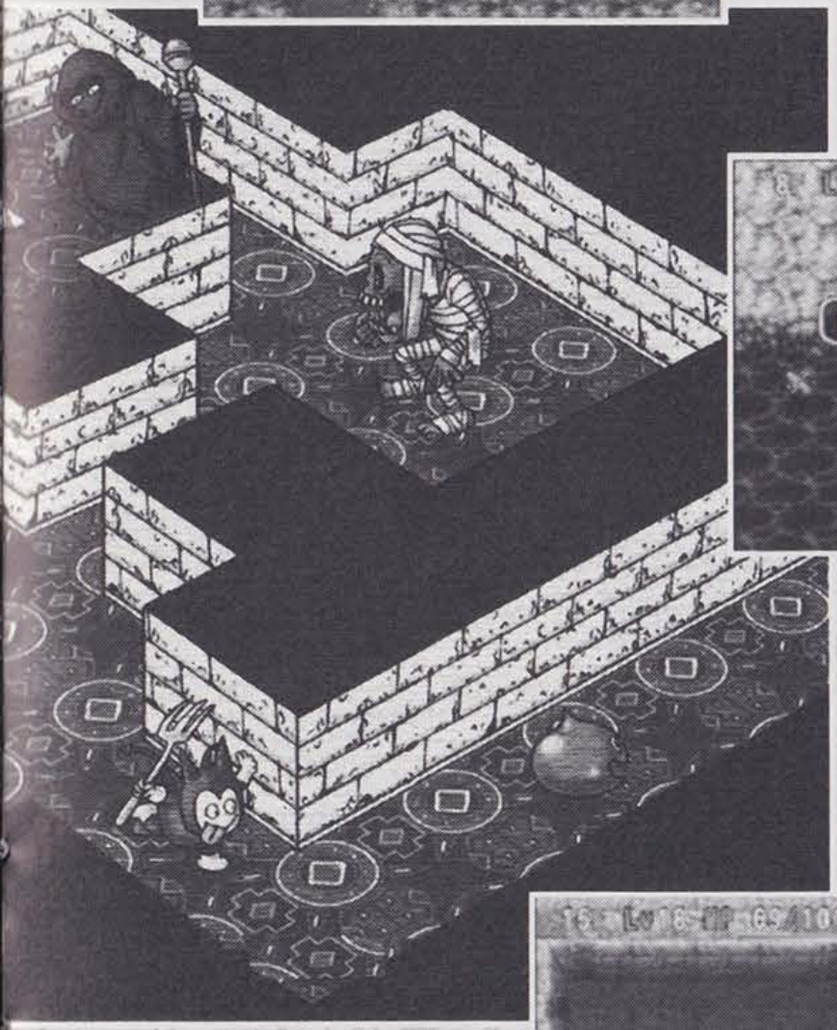
If you spot an item, make Torneko stand on top of it to pick it up. However, if Torneko has no more room for an item, he won't be able to pick it up. If that happens, make Torneko throw away or put down an unnecessary item before picking up the new item. Remember, items such as weapons, shields, and rings must be equipped to have any effect.



While wandering around in a dungeon, monsters will be attracted to Torneko. Battles against monsters occur in turns. Try to move Torneko intelligently so that he can get in the first strike if a monster comes up to him.

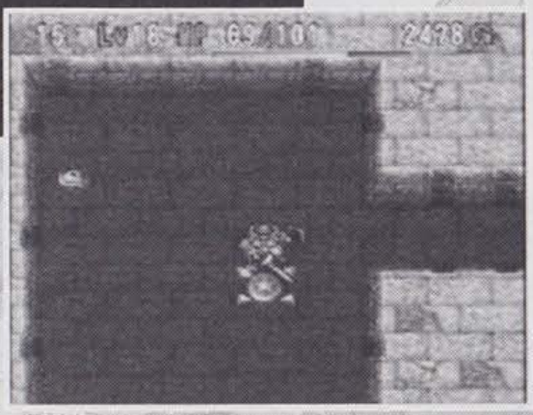


If Torneko is hurt in battle, walking automatically restores his HP. By moving Torneko at high speed (with the ● Button pressed), you can restore his HP at a faster rate. However, high-speed movement also makes him get hungry faster. If there are many monsters nearby, you might want to have Torneko chew Herbs or Super Herbs to restore HP.



If you spot a stairway, stand on it. Select and enter "Down" to proceed to the next floor when you feel ready.

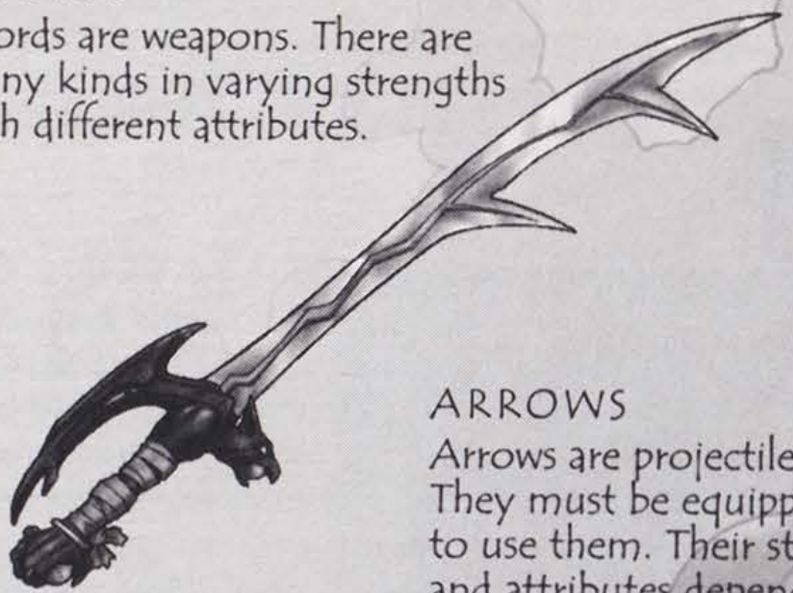
Many kinds of traps are hidden inside a dungeon. A trap can be uncovered by waving a weapon in front of it. Be especially wary in Monster Houses – not only do they teem with monsters, there are also many hidden traps.



Many kinds of items can be found on the floors of dungeons.

SWORDS

Swords are weapons. There are many kinds in varying strengths with different attributes.



SHIELDS

Shields are protective equipment. There are also many kinds in varying strengths with different attributes.

ARROWS

Arrows are projectile weapons. They must be equipped in order to use them. Their strengths and attributes depend on what they are made of.

STAVES

These are magical staves. Wave a staff to unleash its magic. The number in square brackets next to the staff's name, such as [5], indicates how many times the staff may be used.

IRON SAFE

If Torneko has this item, he won't lose his money even if he faints in a dungeon.

SCROLLS

These are scrolls that are printed with magic spells. Cast a spell by reading the scroll. A scroll is good for only one use.

POTS

Pots are used in different ways. Some are used by placing items inside. Numbers in square brackets, such as [5], indicate how many times items can be placed inside a pot, or how many times a pot may be used.

HERBS

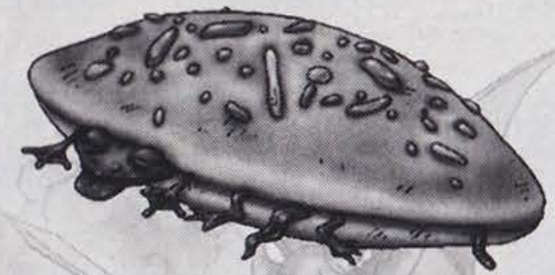
There are several kinds of herbs with different effects. Torneko should chew some, while others should only be thrown at monsters.

RINGS

Rings are accessories with magical powers. Their powers may be harnessed only by equipping them.

BREAD

Bread satisfies Torneko's relentless hunger. There are several kinds with varying effects.



There are many other kinds of items to be found in dungeons. Torneko should enter dungeons often to seek out these treasures.

LEARN THE BASICS IN THE ODD FIELD

After starting the game, Torneko will come to the first dungeon, the Odd Field, on his way to the King's castle. This dungeon provides many kinds of advice and hints. Make sure you read them and learn the basics for getting Torneko through dungeons successfully.

WATCH TORNEKO'S HP!

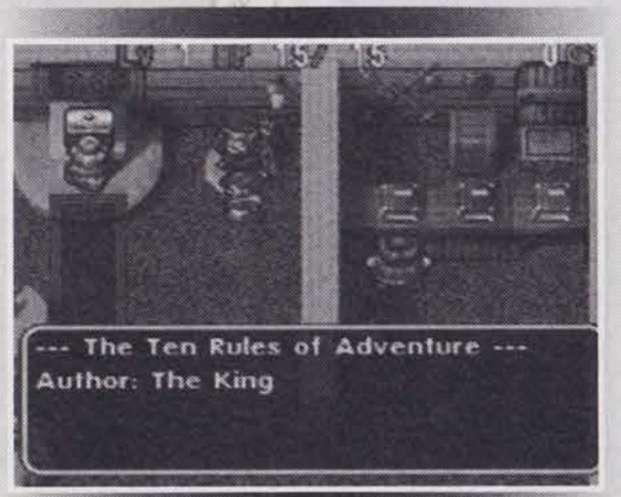
If Torneko's HP drops to 0, he faints and is tossed out of the dungeon. If that happens, he loses half his hard-earned money and all his items. Don't push your luck; proceed very carefully in dungeons. You should send precious items back to Torneko's storehouse in the village by placing them in a Storage Pot.

TRY ITEMS TO SEE WHAT THEY DO

Some items in dungeons may be unidentified. It's possible to determine what they are by using an X-Ray Scroll, or by equipping them to see what effects they may have. However, some items may be cursed; cursed items cannot be removed. If Torneko equips a cursed item, the curse can be dispelled by a priest. Unidentified items may be given temporary names.

GETTING OUT OF A DUNGEON

There are several ways of getting out of a dungeon. Achieving the dungeon's goal warps you out. Torneko may also escape a dungeon by reading an Outside Scroll or enlisting the help of a priest. By safely escaping a dungeon in such ways, you can take items and money back to the village.

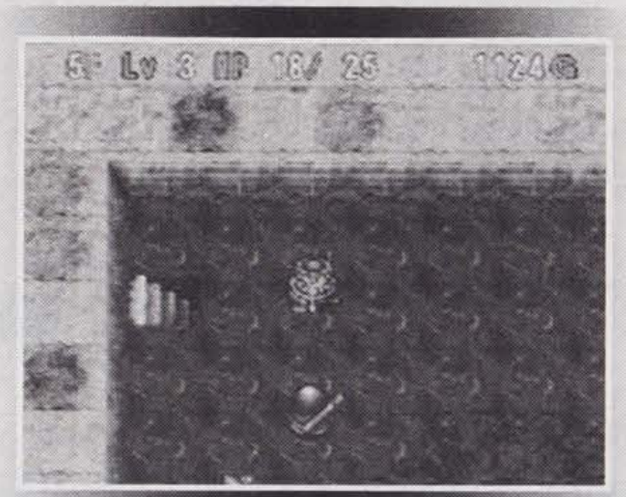


PAY ATTENTION TO OTHER PEOPLE

The people in the village and the castle, and the Ten Rules of Adventure, provide invaluable hints. Listen carefully to what the people have to tell Torneko. Make sure Torneko reads the advice written by the King. These hints will certainly help Torneko survive the treacherous dungeons. Don't be lazy – pay attention to the information Torneko is given.

DON'T STAY TOO LONG ON ANY FLOOR

If Torneko remains too long on any given floor of a dungeon, a windstorm will carry him back above ground minus all his money and items. Although you should stick around on a given floor to level up Torneko, staying there too long could be disastrous. Torneko should proceed to the next floor before too long.

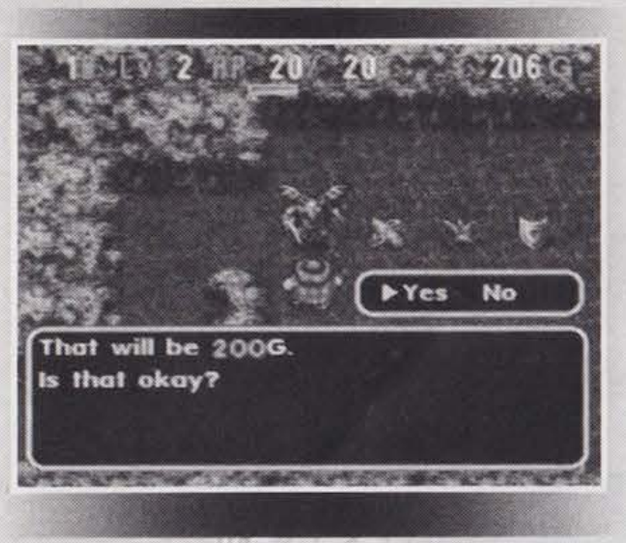


USE PROJECTILES TO BEAT MONSTERS

If Torneko battles a tough monster, he is likely to be hurt, perhaps badly. You should use projectile weapons such as arrows and magical staves to inflict damage on monsters while they are too far away to hurt Torneko. It's also possible to hurt monsters a little by throwing unnecessary items at them.

IF TORNEKO IS FULLY LOADED...

If Torneko is carrying the maximum number of items, he won't be able to pick up any more items even if they happen to be wonderful. It is possible to throw items away, but that's a bit wasteful. You can also send items back to Torneko's home by placing them in a Storage Pot. If Torneko has found some bread, he should probably eat bread in his possession before picking up the bread on the floor.



GARGOYLES ARE TOUGH!

There are shops inside dungeons that sell a wide selection of useful items. The shopkeeper is a Gargoyle. If Torneko picks up any merchandise, the Gargoyle blocks the shop's exit and won't get out of the way until Torneko pays. Trying to fight a Gargoyle is extremely risky because it will more than likely destroy Torneko with its powerful attacks. Still, it is possible to shoplift and get away with it. For instance, isn't there a pot with a strange name...?

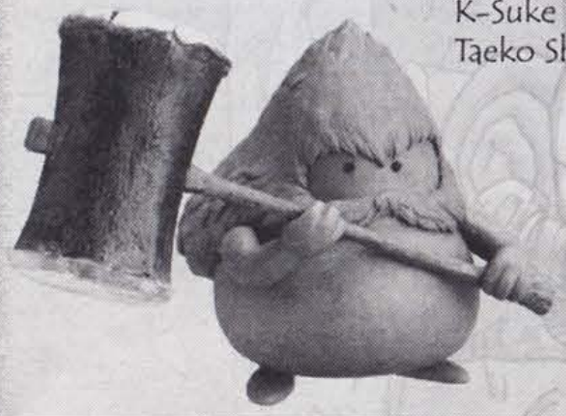
Lv 15 HP 76/ 79 1824G
▶Yes No
Interrupt the game?
If you resume an interrupted game,
resetting or losing trashes all
items and sends you home.

TEMPORARILY SAVING THE ADVENTURE

Torneko can take a break from his dungeon exploration by temporarily saving his progress at any Interruption Point inside a dungeon. Interruption Points appear between floors at random, or the floor after Torneko reads a QuickSave Scroll. Torneko may resume his quest from the Interruption Point later. However, after loading the Quick Save data, selecting "No" will immediately return Torneko above ground without money or items. The same fate will befall Torneko if he faints or the game is reset after resuming from temporarily saved data. Beware, the temporary save data is erased as soon at it's loaded.

Torneko: The Last Hope

Executive Producer	Koichi Nakamura
Character Design	Akira Toriyama
Music	Koichi Sugiyama
Scenario	Kazuya Asano Ichiro Tezuka
Original Scenario, Dragon Warrior IV	Yuji Horii
Game Planning	Seiichiro Nagahata
Main Programming	Masayasu Yamamoto
Programming	Kohji Morikawa Masaru Imaoka
Graphic Design	Fuyuhiko Koizumi Shinji Sasaki Migaku Matsui Hiroaki Yoshinaga Tessei Matsuoka Toshiharu Takasu Gen Uekura Hideaki Iwami Kunihiko Taniguchi Takaki Iwata
Sound Direction	Kota Kato
Synthesizer Programming	Tomomi Teratani Toshikazu Sugama
Recording & Mixing	Yoichi Namekata Masaharu Waki
Sound Effects	Keiichi Nishimoto
Promotion	Yukio Nishihata Kazuhiko Nakanishi K-Suke Yamamoto Taeko Shimizu



Opening Movie

Producers	K-Suke Yamamoto (PEACE Entertainment Com.) Tetsuzo Hosoya (Take One Co. Ltd.) Kazuhisa Kamakura (Shirogumi Co. Ltd.)
Direction	Ken-ichi Arakawa
Stop Motion Animation	Hirokazu Minegishi
Direction	Fukashi Omorita Yasuhiro Ohori Kenji Orimo
Producer	Seiichiro Nagahata

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Enix Corporation

Producers	Yuu Miyake Hitoshi Suinou
Executive Producers	Yukinobu Chida Keiji Honda
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